CAPONE™

INSTRUCTION MANUAL

CAPONE

from

Actionware Corporation
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Hi,

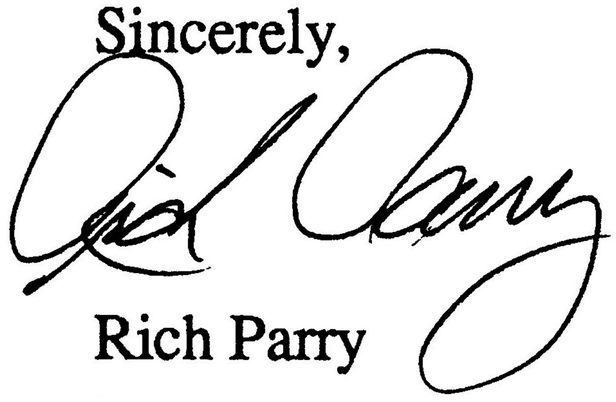
I must confess that computer games never really interested me. I just couldn't get into a duel scene in which I am supposed to be fighting a black knight in medieval times swinging a sword, when actually I was moving a mouse around the table. Making believe that I am flying a plane using a joystick, or worse yet, the arrow keys on a computer keyboard didn't do much for me either.

One day I took my son to the local arcade for his birthday and found a whole new way of playing computer games. With a light gun you could shoot at the screen. I found myself really getting into shooting down planes and tanks as they whizzed across the screen. I felt like I was really there. The sound of gunshots and explosions gave me a sense of power. The AMIGA, which was originally designed to be the ultimate killer game machine, was the place to develop a whole new home entertainment form.

I was lucky enough to get hold of Pierre, programmer extraordinaire who had previously worked for Williams Electronics™ writing arcade games. Computer graphics was next. The public demands high quality computer graphics. Gone are the days of getting excited over a black and white ball running around the screen. Luck was with me when Brian and Dana agreed to take on the art project. And so the scene was set.

Many many months of late night and early morning phone calls and meetings pursued. The results of our efforts are enclosed. We hope you like it.

Sincerely,



Rich Parry

About Capone

CAPONE, is one several new style action adventures that requires the agility and marksmanship of an action arcade game, but also gives the atmosphere of an adventure.

The 20's in Chicago was a rough time. A time when gangsters ruled the streets, crime was a way of life, and corruption was everywhere. Don't sit back and take it anymore, pick up your machine gun and blow'em away.

As the adventure begins you find yourself back in the 20's. The streets are quiet. It seems a day like any other. As an undercover cop you have seen a lot of crime, too much crime. You hurry to catch a bus when a window shatters across the street. A gunshot rings out and the pain in your leg tells you where the bullet hit. Fortunately, it just grazed you. Just as fortunate, old faithful is with you. "It's one guy", you say to yourself. But as you look across the street at the house where the bullet came from, you find you're in big trouble. Every member of the mob is there to get you. Resigning yourself to your desperate plight, you hurl yourself to a parked car for protection and start giving them a taste of their own medicine.

And so the adventure begins...

The sound effects used in CAPONE are real. For best results connect your AMIGA to a Stereo System with good bass response and crank up the volume.

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AMIGA Loading Instructions

CAPONE requires an AMIGA system (500, 1000, or 2000) with at least 512K of memory. To load:

1) Turn on your AMIGA and monitor in the normal manner.

2) Insert your KICKSTART disk if necessary.

3) When the display prompts for a WORKBENCH disk, remove the KICKSTART disk (if used) and insert the CAPONE disk in your internal drive.

4) **MOUSE** **GUN**

CAPONE will start automatically, a title screen will appear and you will be given the option to choose your weapon, MOUSE or Actionware Light Phaser GUN. If you choose MOUSE, skip step 5, go directly to step 6.
AMIGA 1000 users must select using the mouse. AMIGA 500 & 2000 users may respond with mouse or phaser gun.

5) **AMIGA 500** **AMIGA 1000** **AMIGA 2000**

This option is skipped if you selected mouse. Indicate which AMIGA you are using. AMIGA 1000 users must select using the mouse. AMIGA 500 & 2000 users may respond with mouse or phaser gun.

6) **1 PLAYER** **2 PLAYER** **2 GUN**

AIMING (For Gun Users Only)

Before selecting one of the above 3 options with the gun, you can aim (calibrate) your phaser gun sights. Hit the "A" key on the keyboard and then make your selection.

a) Aim at the crosshairs on the screen and press the trigger for about a second. If you like, you may place the gun on the screen. Your gun sights are now calibrated.
b) If you have 2 Guns, each person will have the opportunity to aim (calibrate) his or her gun sights.

1 Player Choose this mode for one player with one mouse or gun.
2 Player This mode allows 2 people to play alternating the chance to play.
2 Gun You can use two guns simultaneously.
THIS OPTION REQUIRES THE ACTIONWARE DUAL GUN INTERFACE . FOR AMIGA 500, 2000 ONLY. NOT AMIGA 1000 COMPATIBLE.

7) **CADET** **ROOKIE** **CAPTAIN**

STARTING LEVEL

Here you specify the **starting level** of difficulty. In other words, no matter what starting level you pick, if you make it to the end of the game (the bank) you will have been automatically raised to the Captain level as you pass from one screen to the next.

Select this option using the input device (mouse or gun) that you previously selected.

CADET

No innocent bystanders in street
No Dynamite
Leisurely action pace.
No children
No innocent dogs or cats

ROOKIE

Faster movement of characters
Dynamite
Innocent bystanders in street

CAPTAIN

(Not recommended for pregnant women, children under 42 inches, or those with a weak heart)

Much faster movement / play action
Bystanders in street
Cats
Dynamite
Dogs
Kid on skateboard

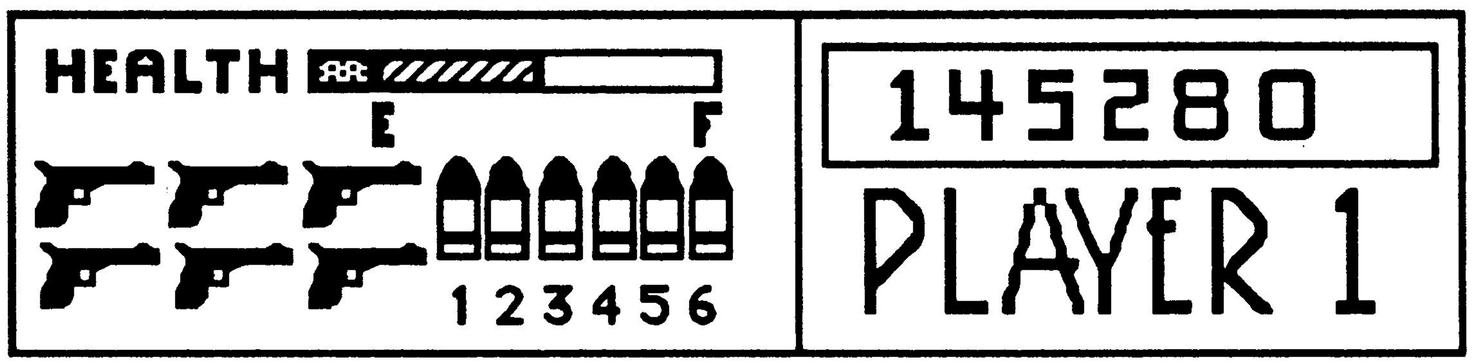
PAUSE

To pause the game, just hit the "SPACE BAR" on the keyboard. To start, just hit the "SPACE BAR" again.

DEMO MODE

A continuous demo starts any time no input is sensed for approximately 30 seconds. When you are ready to begin, click the mouse or shoot the gun.

The Scoreboard



The gun icons indicate the number of times you can be hit before the game is over. You will start out with 3 guns (lives) and if you are good enough, you can accumulate up to 6 guns. The bullet icons are very important since they show the number of bullets you have.

Good things to hit.

Gangsters in street..... 50
Dynamite.....50 and up
Mystery.....30,000 & 6 lives

Gangsters in Window.....50 and up
Machine Gun.....500

Bad things to hit.

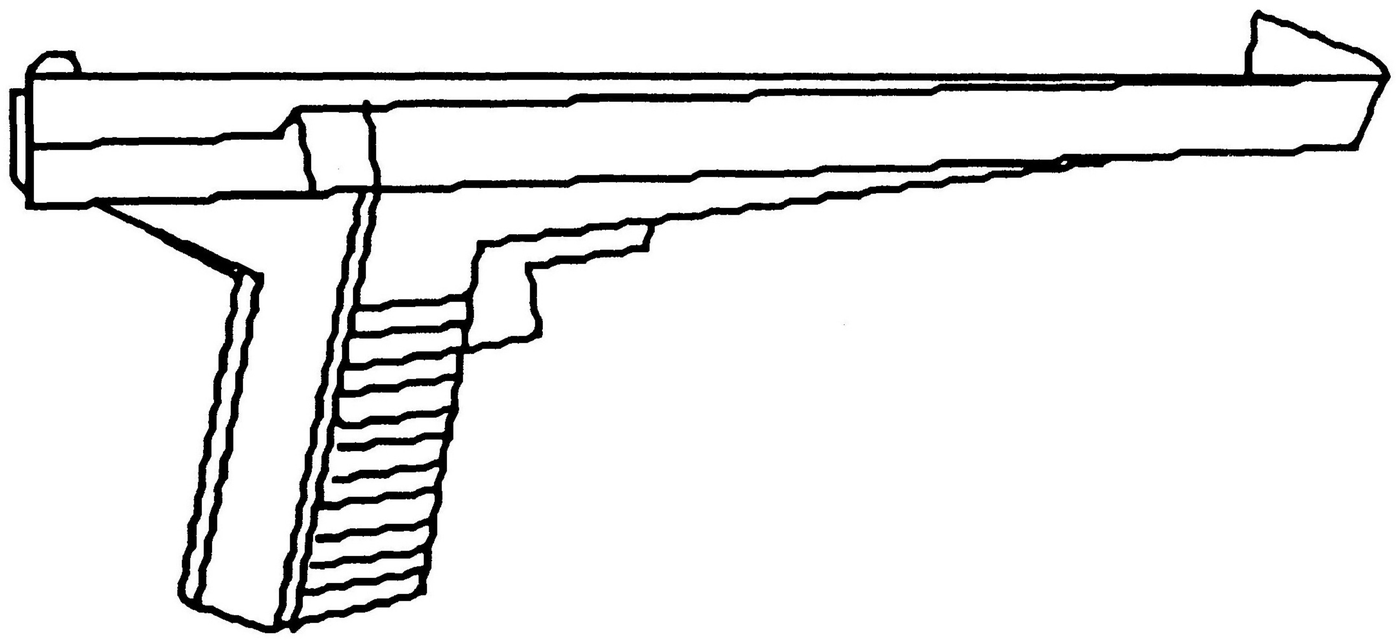
Kid on Skateboard .....-3,000
Cats.....-1,000
Money Bags.....-1,000
Innocent people in window....-1 life

Women on street.....-2,000
Dogs.....-1,000
Tellers in Bank .....-500
TNT ..... -Health Reduced

Hints

1) Don't hit innocent people, kids, dogs, cats, etc.
2) Don't shoot too fast, you'll run out of bullets.
3) Try to shoot the gangsters as soon as they appear since you will get more points.
4) Younger players (or those who are not marksmen) may prefer the mouse over the gun, it is a little easier.
5) Outside the post office is a surprise, can you find it? It's worth 30,000 points and 6 lives.
6) When the machine gun appears on the street, hit it to turn your revolver into a machine gun.
7) If you loose all your lives, you are given an 8 second period to continue from the point that you left rather than going back to the beginning. This is cheating!
8) Avoid the machine gun in the warehouse, believe me, you don't want it.
9) Don't hit TNT in the warehouse.
10) Beware of hidden dynamite sticks.

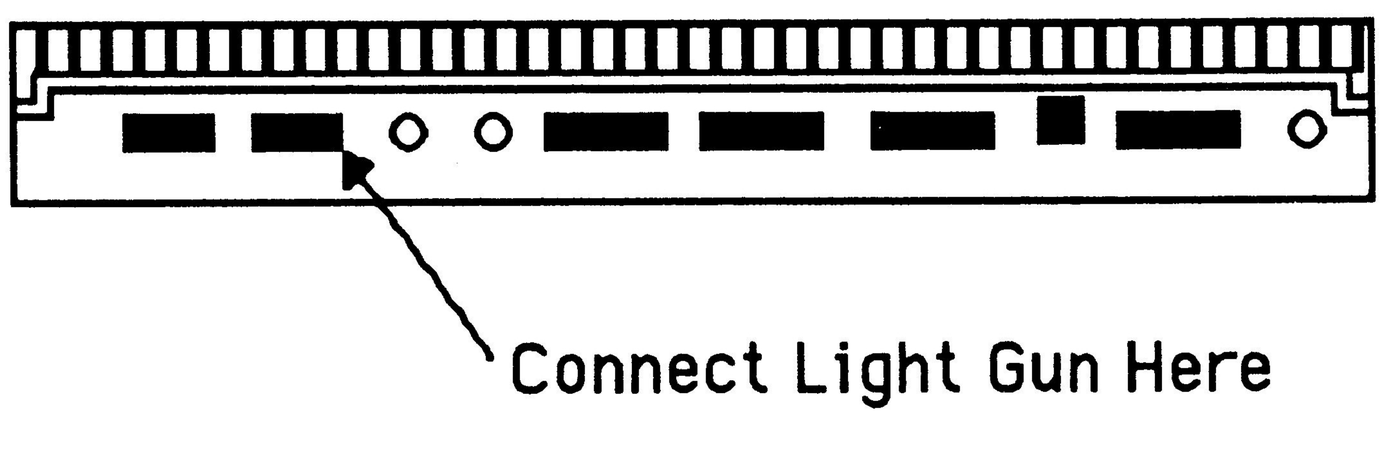
Actionware Phaser



If you thought CAPONE was fun with a mouse, wait till you try it with an Actionware Light Phaser. If your dealer doesn't have it, tell him to get it, you won't be sorry.

AMIGA 500 Light Gun Users

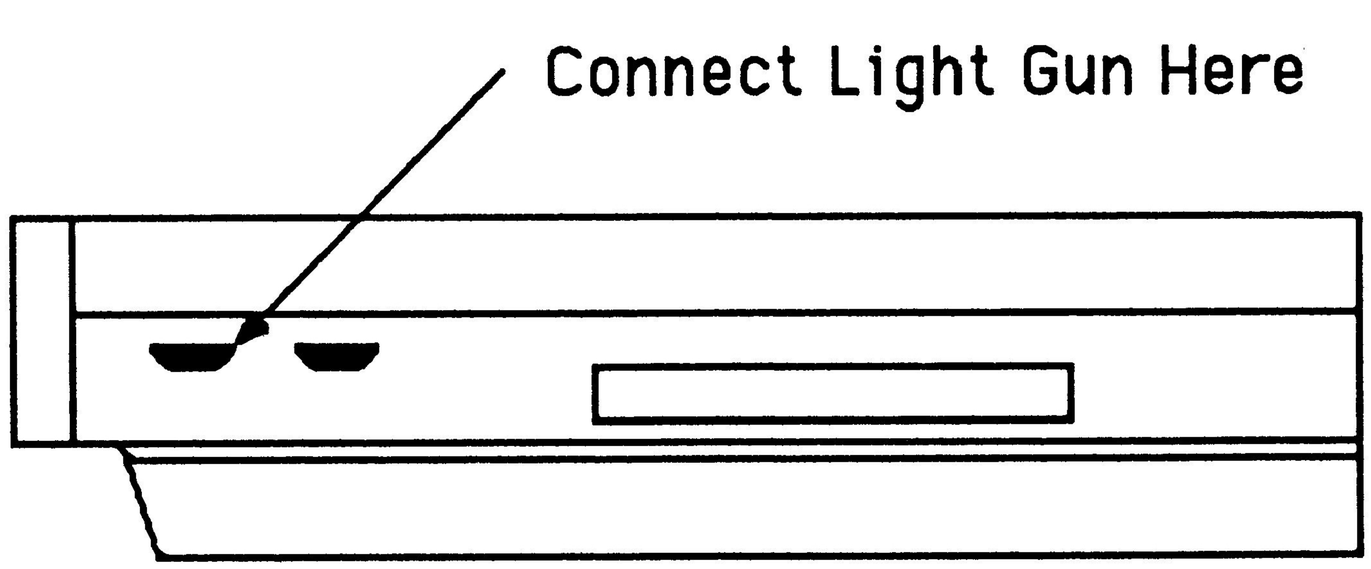
This version of the AMIGA requires the light gun be connected to the second game port.



AMIGA 1000 Light Gun Users

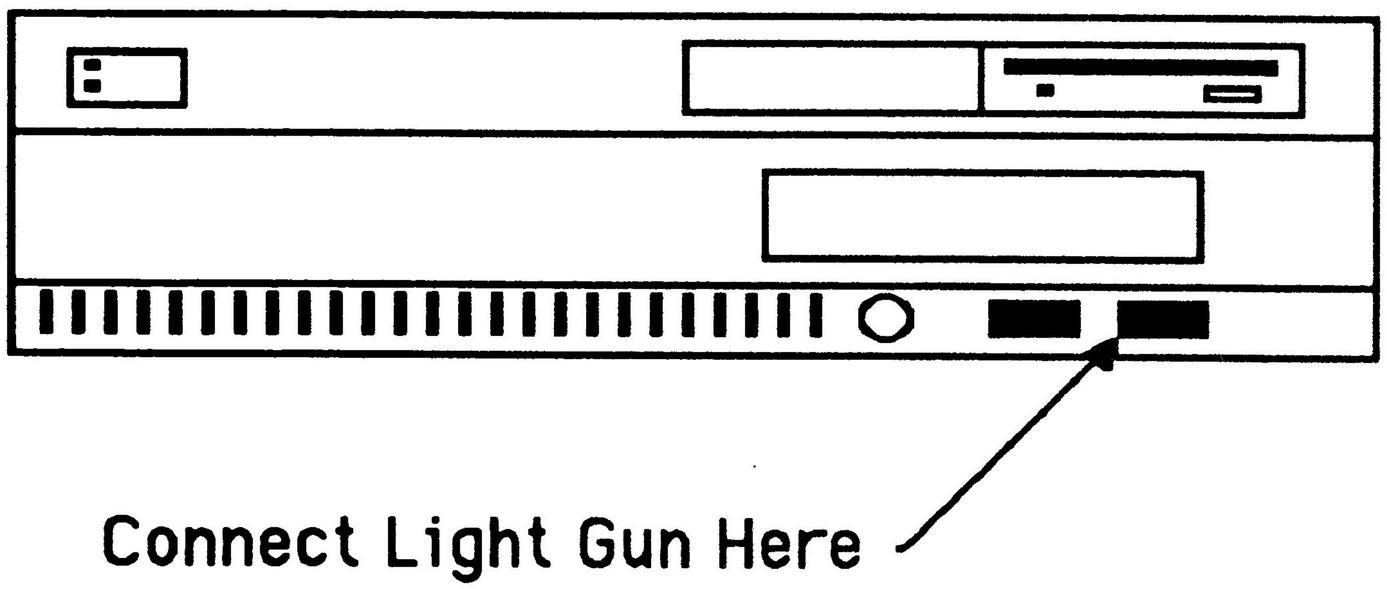
This version of the AMIGA requires the light gun to be connected to game port 1, which is the port normally used by the mouse. Therefore, you will have to remove your mouse and insert the light gun into the mouse port.

Keep the mouse connected until you have started the game and indicated that you have an AMIGA 1000 using the mouse.



AMIGA 2000 Light Gun Users

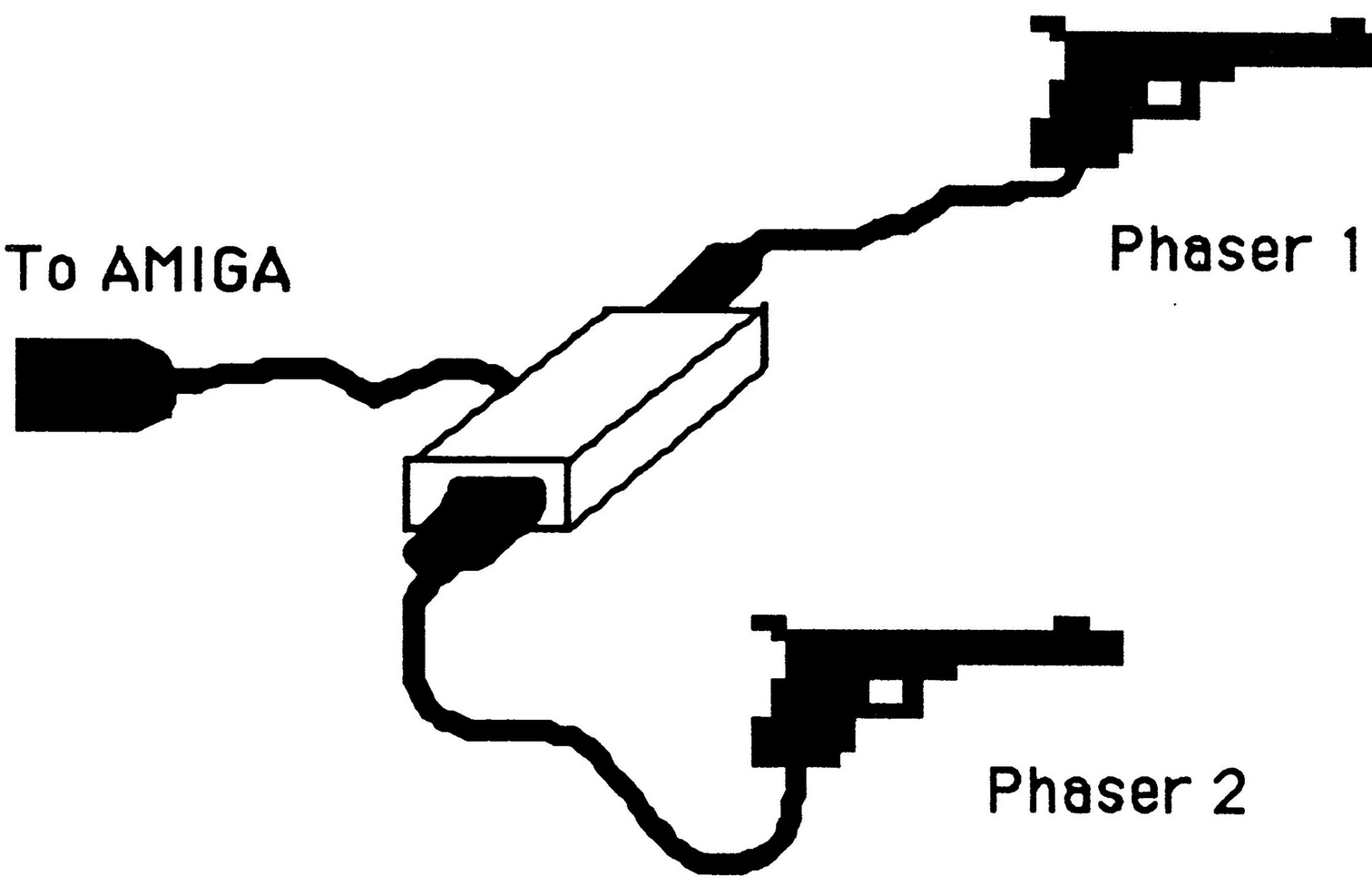
This version of the AMIGA uses the second joystick (game) port for the light gun.



Dual Gun Interface (Twice the Fun)

The Dual Gun Interface ($39.95) will allow you to connect 2 light guns so 2 people can play simultaneously. See your dealer.

FOR AMIGA 500 & 2000 ONLY (NOT AMIGA 1000 COMPATIBLE).



More Actionware

P.O.W.

Every red blooded American is sickened by our enemy's injustice toward our men who gave so much for their country. Many of our boys are still over there and you're going to get them. With your M14 and a few good men, adventure behind enemy lines and bring'em home if you can.

CREATURE

You're the navigator of the spaceship NOSTROMO. "Mother" informs you aliens are aboard the ship. First you wonder how they got aboard; then you realize - that doesn't matter. The problem now is getting them off. Taking your laser gun in hand, you begin a trip into terror that only through cunning, quick thinking, and a steady hand can you return.